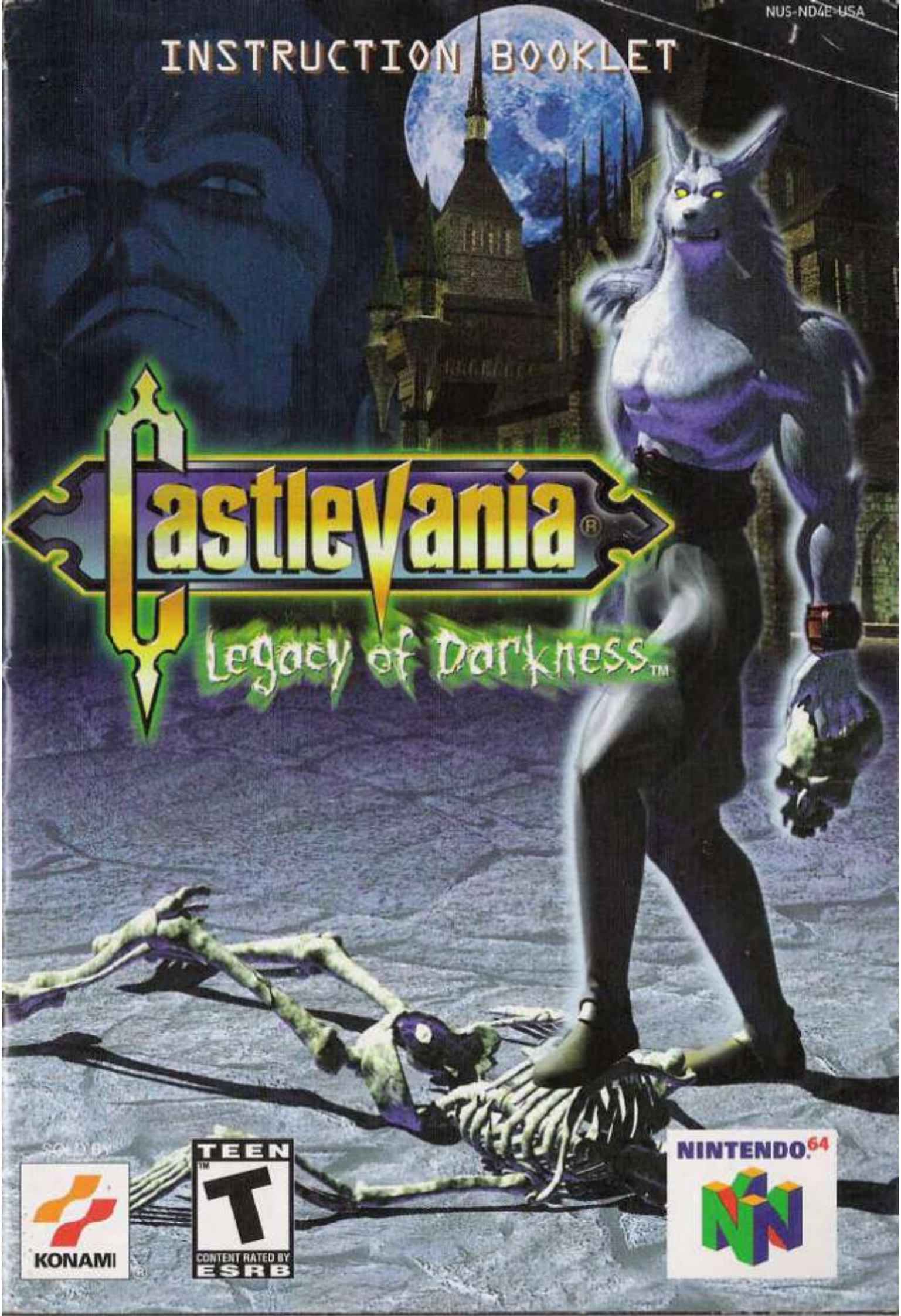
NUS-ND4E-USA

INSTRUCTION BOOKLET



KONAMI®

TEEN
T
CONTENT RATED BY ESRB

NINTENDO.64

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THE NINTENDO® 64 CONTROLLER

CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional +Control Pad.

When turning the Control Deck Power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the top picture, left) when the power is turned on, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the bottom picture, left), then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

HOLDING THE NINTENDO 64 CONTROLLER

We recommend that you use the hand positions shown at right. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B and C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.

CONNECTING THE NINTENDO 64 CONTROLLER

Castlevania Legacy of Darkness™ is a 1 Player game. Connect a controller to the socket on the far left front of the control deck (as shown at right). This socket is the default player one controller.

GAME NOTES

THE CONTROLLER PAK®

You can save your game data to the Controller Pak (sold separately). Please insert the Controller Pak into the 1P controller before turning on the power to the Nintendo 64 Control Deck. Refer to the Controller Pak Instruction manual for details on how to use the Controller Pak. (Also see page 15, "Saving and Loading.")

Memory

The Controller Pak memory capacity is divided into 123 pages of data. Castlevania Legacy of Darkness™ requires 17 pages for 1 save file. You can create 4 save files in each Castlevania Legacy of Darkness™ game note.

Controller Pak Menu

To view the data saved on a Controller Pak, insert the Pak into the 1P controller. While pressing START, turn on the power to the main console. All data stored in the Controller Pak will be displayed on screen.

CONTROLLER PAK ERROR MESSAGES

Error Message	Explanation
1. There are not enough empty pages. Please erase some data. 17 free note (and 17 pages) required.	1. A minimum of 17 pages is required to save this game. Erase data to free up at least 17 free pages.
2. The Controller Pak is not connected. Data cannot be saved. Is that OK?	2. Turn the power off, insert a Controller Pak and then switch on the power again. To start a game without using the Controller Pak, press the A Button.
3. Please turn the power off and correctly insert the Controller Pak. Also try using a different Controller Pak.	3. There is a problem with the Controller Pak. Please reconnect the Controller Pak and press the Reset Button.

THE N64 EXPANSION PAK®

This game supports the N64 Expansion Pak (sold seperately). Before using the Expansion Pak, be sure to read its instructions manual carefully, as it contains important information on safety and how to use Expansion Pak accessories.

PROLOGUE

CORNELL, A.K.A. BLUE CRESCENT MOON

Through the magic of the Ancients, this man-beast warrior has obtained a physical body of near immortality, and power that surpasses that of a wild beast.

The man-beasts, choosing to live in harmony with the humans, sealed away their enormous magical powers to prevent them from being used. However, through severe ascetic training, Cornell acquired the art of releasing the sealed man-wolf power.

Returning to his village after a year of ascetic training, Cornell finds the village engulfed in flame, and his only living blood relative, his sister Ada, kidnapped by evil spirits. Using his man-wolf's acute sense of smell to track the scent of his sister's blood, Cornell begins his long journey to rescue Ada.

REINHARDT SCHNEIDER & CARRIE FERNANDEZ

We go back in time eight years, before the time in which these two young warriors risked their lives battling against Dracula. Now, the truth that has been shrouded in the veil of darkness will be revealed.

ABOUT THE GAME

Castlevania Legacy of Darkness™ is a game for one player only. Your adventure begins at the foggy lake, then you progress towards Count Dracula's castle.

In the beginning, Cornell is the only character available for selection. The aim is to defeat the evil Count Dracula who has once again risen from the dead. If you successfully complete the game as Cornell, other characters may become available for play. The story will vary depending on the character selected.

Your character has a certain number of HP (hit points). You lose HP when you are injured by enemy attacks, fall into traps, or fall from locations above a certain height. If your HP level drops to zero, the game is over. (See page 14, "Game Over.")

If you fall into deep or bottomless watercourses, or from high places such as cliffs, or onto certain surfaces, the game is over.

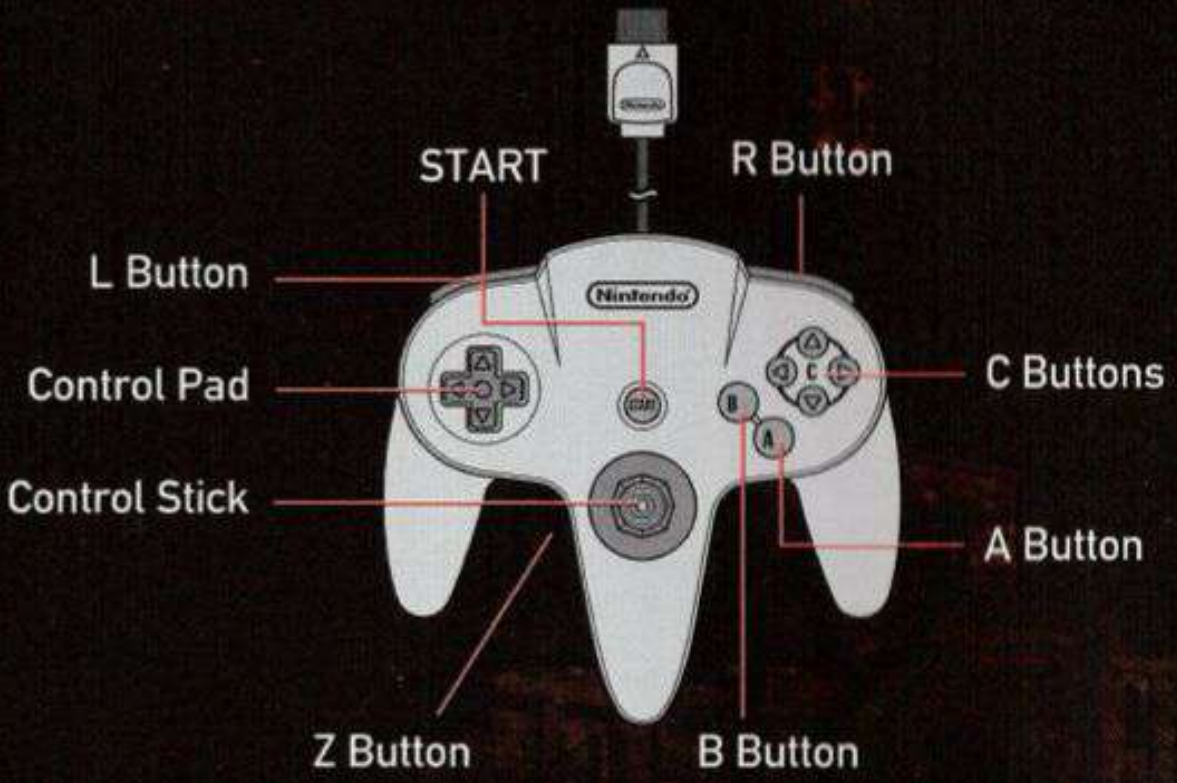
You can save your progress by using "White Jewel" items located at various locations on the Map screen. (See page 15, "Saving and Loading," and page 32, "Non-Consumable Items.")

When you defeat an enemy, you may receive gold or a red jewel. (See page 32, "Non-Consumable Items.")

There are many traps and obstacles waiting for you inside Dracula's castle. Pay close attention to your surroundings for clues on how to proceed safely.

CONTROLLER CONFIGURATIONS

BASIC OPERATION

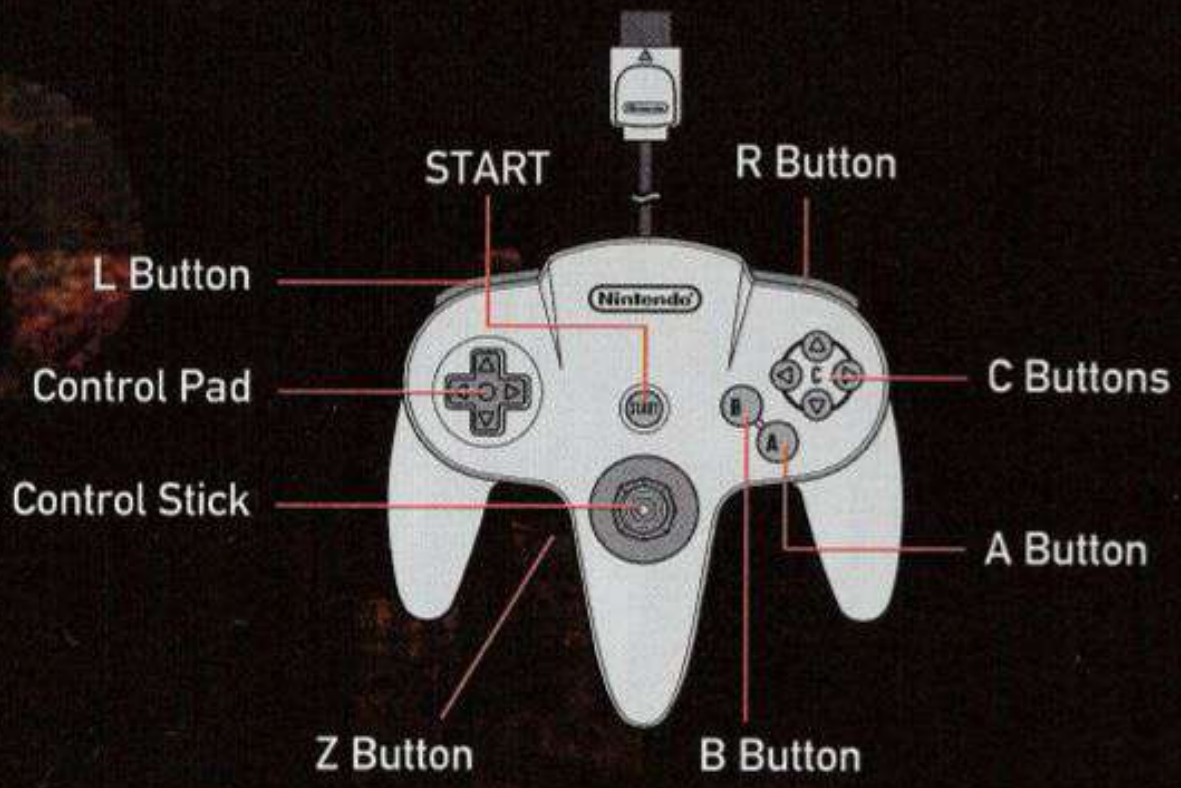


Control Stick
- Move cursor

A Button
- Select/Confirm

B Button
- Cancel/Exit to previous screen

CONTROL SYSTEM TYPE A



L Button
- Werewolf Attack (Cornell only)

+Control Pad
- ↑/↓ Change camera viewpoint

START BUTTON
- Access Items screen

Z Button
- Crouch

Control Stick
- Walk
- Run
- Turn
- Stop
- Slide (with Z Button)

R Button
- Move camera behind player

C Button

▲C Button
- Change camera mode
- Change camera view (with Control Stick)

◀C Button
- Attack 2 (short-range)

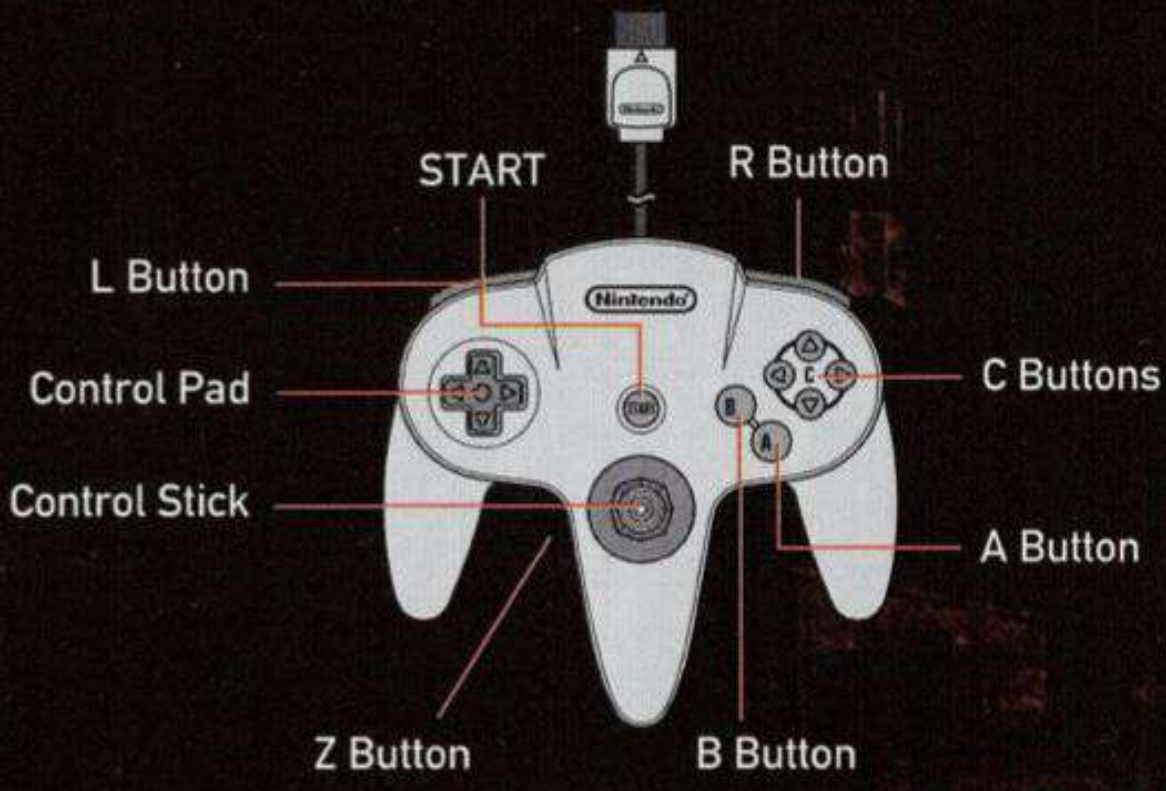
▶C Button
- Open doors
- Look at things/Search
- Pick up items/Activate switches, levers, etc.
- Talk to people

▼C Button
- Item Attack

A Button
- Vertical jump
- Moving jump (with Control Stick)
- Hang from ledge (with Control Stick)

B Button
- Attack 1 (long-range)

CONTROL SYSTEM TYPE B



L Button
- Werewolf Attack (Cornell only)

+Control Pad
- ↑/↓ Change camera viewpoint

START BUTTON
- Access Items screen

Z Button
- Change camera mode
- Change camera view (with Control Stick)

Control Stick
- Walk
- Run
- Turn
- Stop
- Slide (with ▲C Button)

R Button
- Move camera behind player

▲C Button
- Crouch

◀C Button
- Attack 2 (short-range)

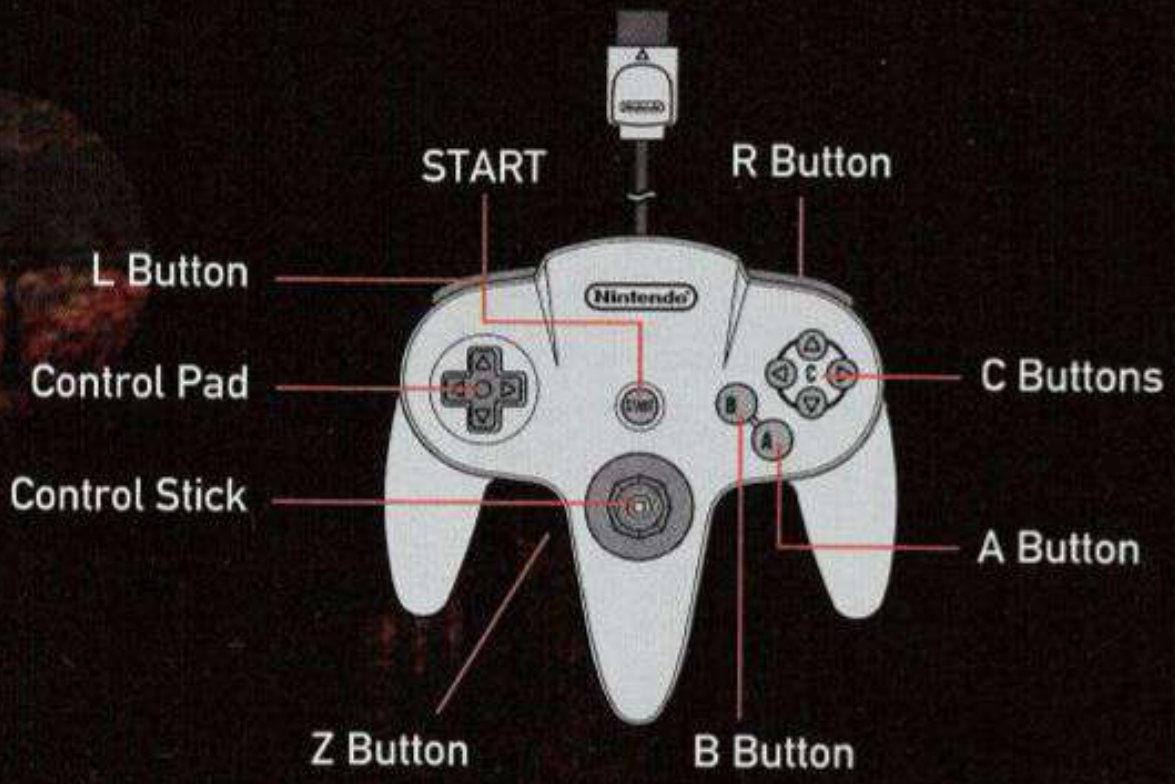
▶C Button
- Open doors
- Look at things/Search
- Pick up items/Activate switches, levers, etc.
- Talk to people

▼C Button
- Item Attack

A Button
- Vertical jump
- Moving jump (with Control Stick)
- Hang from ledge (with Control Stick)

B Button
- Attack 1 (long-range)

CONTROL SYSTEM TYPE C



L Button
- Werewolf Attack (Cornell only)

+Control Pad
- ↑/↓ Change camera viewpoint

START BUTTON
- Access Items screen

Z Button
- Attack 1 (long-range)

Control Stick
- Walk
- Run
- Turn
- Stop
- Slide (with R Button)

R Button
- Crouch

▲C Button
- Change camera mode
- Change camera view (with Control Stick)

◀C Button
- Item Attack

▶C Button
- Open doors
- Look at things/Search
- Pick up items/Activate switches, levers, etc.
- Talk to people

▼C Button
- Move camera behind player

A Button
- Vertical jump
- Moving jump (with Control Stick)
- Hang from ledge (with Control Stick)

B Button
- Attack 2 (short-range)

SETTING UP

1. Insert the Game Pak correctly into the Nintendo 64 unit.
2. Make sure a Controller Pak is inserted in the controller, and then attach the controller to Controller Port 1. (Do not touch the Control Stick at this time).

Note: When using an Expansion Pak, make sure it is inserted before you turn on the power.

TITLE SCREEN/MAIN MENU

After you turn on the power, a short demo will run, followed by the Title screen. Select either of the following options from the Main Menu and press the A Button.

Game Start
Start playing the game. (See page 11.)

Option
Change game settings. (See page 13.)

GAME START

The Game Start option allows you to start a new game, load data, and copy and erase data.

STARTING A NEW GAME

1. When you select GAME START from the Main Menu, two options appear:

   Proceed Without Saving
   Start the game without creating a save file. (You will not be able to save the game, even by using the White Jewels on the Map screen.)

   Create CASTLEVANIA Note Now
   Create a save file and then start the game. Once the file has been created, the File Selection screen will appear. Select the file to use. (You must have a Controller Pak inserted in order to create a save file.)

   Note: The File Selection screen displays three files at a time. Move the Control Stick ↑/↓ to view additional files.

2. After you select the Game Difficulty level (EASY/NORMAL), the Player Selection screen will appear. Use the Control Stick (or +Control Pad) to select a player, and press the A Button to confirm and start the game.

CONTINUING A SAVED GAME

1. Use the Control Stick (or +Control Pad) to select a save file from the File Selection screen. Press the A Button to confirm.
2. Continue by selecting from the following options:

New
Start a new game using the current save file. (This data will be replaced with new save game data if a save is performed.)

Load
Continue play on the save file.

Copy
Copy a save file.

Delete
Delete a save file.

Exit
Return to the Title screen.

OPTION

Use OPTION to change your controller configuration and sound settings.

Button Config
Select Type A, Type B or Type C. (See pages 7-9.)

Sound Mode
Select STEREO or MONAURAL.

Default
Restore the default settings.

Exit
Return to the Title screen.

GAME OVER

If your character's HP falls to 0, the game ends and the Game Over screen appears. Select one of the following options and press the A Button:

Continue
The Continue menu provides two options for continuing your game:

- Restart from a saved game (you'll restart the game from the last saved position).
- Restart the current stage from the beginning (your items will be reset to those you had when you first entered the stage).

Exit
Quit the current game and return to the Title screen.

SAVING AND LOADING

You can save your game data to a Controller Pak (sold separately). Castlevania Legacy of Darkness™ requires 17 pages for 1 saved game. You can create 4 save files in each Castlevania Legacy of Darkness™ game note.

Saved game data includes:

- Your Character
- Items
- Data linked with events
- Time of day
- Gold
- Item Attack Level
- Option settings

SAVING DATA

When you pick up a White Jewel (located at various places throughout the Map screen) a Save Message will appear. Select YES or NO with the Control Stick (+ Control Pad), and press the A Button to set. (Data is saved into the same file that you loaded).

LOADING DATA

1. From the Main Menu, select Game Start and press the A Button to access the File Selection screen.
2. Use the Control Stick (or +Control Pad) to select a data file. The choices NEW and LOAD will appear. Select LOAD and press the A Button to continue playing.

COPYING DATA

1. Select COPY from the Main Menu and press the A Button to enter the File Selection screen.
2. Select a file to copy and also a destination file, then press the A Button. A confirmation message will appear. Select YES and press the A Button to copy the data.

CAUTION: If the destination file contains any data and YES is selected, that data will be overwritten.

DELETING DATA

1. Select DELETE from the Main Menu and press the A Button to enter the File Selection screen.
2. Select a file to delete, then press the A Button. A confirmation message will appear. Select YES and press the A Button to delete the data.

CAUTION: Once data has been deleted, it cannot be retrieved.

THE GAME SCREEN

Clock (Sun Symbol = Daytime; Moon Symbol = Nighttime)

Status

Gold

Attack Item's Power Level (See page 30, "Attack Items.")

Item Attack (See page 25)

Player HP (Hit Points)

Camera View (See pages 26-27)

Player

Boss HP

Jewel Points (decrease when you do an item attack or transform into the werewolf; increase when you pick up red jewels.)

HIT POINTS

If your player's HP falls to 0, the game ends.

JEWEL POINTS

Jewel Points are consumed when you use an Item Attack or morph into the werewolf. The amount consumed depends on which type of attack item you use. If your Jewel Points fall below a certain amount, that item will become unusable. Collect Red Jewels to restore the Jewel Points: small jewels restore 5 points; large jewels restore 10 points. (See page 32, "Non-Consumable Items.")

ITEMS SCREEN

Press the START Button during play to access the Items screen, where you can view your current abilities and status, and also use items. (See page 28, "Items.")

Press the START Button to return to the game screen.

PLAYER STATUS

If you are hit with special enemy attacks, your status may change in either of the following ways.

VAMPIRE STATUS

Conditions of Infliction When the player is bitten by any vampire-type enemy, he or she is in danger of being turned into a vampire.

Effects You become unable to use HP restoration items and do distance attacks, then after a certain period of time, you turn into a vampire. At this point the game ends.

Cure Use a Purifying Crystal to return to normal status. (See page 31, "Status Restoring Items.")

POISONED STATUS

Conditions of Infliction Being hit with an enemy poison attack.

Effects The poison injures you at regular intervals and your HP level drops.

Cure Use a Poison Cure Ampoule to return to normal status. (See page 31, "Status Restoring Items.")

PLAYER MOVES

MOVE — CONTROL STICK

- Walk by moving the Control Stick in the direction you want to move your player.
- Run by pushing the Control Stick further in a direction. Your player's speed depends on how far you push the Control Stick.
- Quickly move the Control Stick in the opposite direction to turn around.
- Release the Control Stick to stop.

CROUCH — Z BUTTON (DEFAULT)

- Press the Z Button to crouch.
- Use the Control Stick to move while crouching.

Note: You can change this control in Option mode. (See page 13, "Option.")

SLIDING — CONTROL STICK + Z BUTTON (DEFAULT)

- Move from a dash into a slide by pressing the Z Button while running.
- You can injure enemies by sliding into them if you get the timing right.

Note: You can change this control in Option mode. (See page 13, "Option.")

JUMP — A BUTTON

- Press the A Button to jump straight up.
- While moving, press the A Button to jump in the direction you're heading.
- You can change direction in mid-jump by quickly moving the Control Stick in another direction.

LEDGE-HANGING A BUTTON + CONTROL STICK

- By grabbing hold of blocks and obstacles in mid-jump, you can reach and hang from places too high for your player to reach normally.
- Move by using the Control Stick while pressing the A Button. Areas you can move to are limited by the angle of the slope.
- Grab hold of ledges or other objects while falling to break your fall.
- You cannot attack while hanging.
- While hanging on a ledge, push the Control Stick in the direction your character is facing to climb. Some ledges are too narrow to climb up.

ACTION ►C BUTTON

- Press when touching a door to open it and advance into the next room.
- Press to look at things in a room and search your surroundings.
- Press to pick up items and activate levers, switches, etc.
- When you meet someone, press the button to see if that person has anything to say.

USING ITEMS START BUTTON

- Press START to access the Items screen.
- Use the Control Stick (or +Control Pad) to select an item.
- Press the A Button to use the selected item. (See pages 28-32, "Items."

ATTACK COMMANDS

ATTACK 1: LONG-RANGE B BUTTON (DEFAULT)

- Attack using your distance weapon.

Note: You can change this control in Option mode. (See page 13, "Option.")

ATTACK 2: SHORT-RANGE ◄C BUTTON (DEFAULT)

- Attack using your short-range weapon.

Note: You can change this control in Option mode. (See page 13, "Option.")

ITEM ATTACK ▼C BUTTON (DEFAULT)

- Use Jewel Points to throw an attack item at your enemy.
- Attack items can be powered up to three different levels of strength provided that you upgrade the same item three times. (See page 30, "Attack Items.")

Note: You can change this control in Option mode. (See page 13, "Option.")

WEREWOLF ATTACK L BUTTON

- Only Cornell can use this attack to turn himself into a Werewolf.
- While in Werewolf state, Cornell's attack and defense power are both greatly increased.
- The Werewolf Attack uses Jewel Points. When all Cornell's Jewel Points have been consumed, he returns to his normal state.

CAMERA CONTROL

CHANGE CAMERA MODE ▲C BUTTON (DEFAULT)

Action View

Battle View

You can toggle between three camera modes:

- Action view – The best perspective to use when executing action.
- Battle view – The best perspective to use when fighting enemies.
- Auto view – Automatically switches the camera angle to suit your current situation.
- When you're fighting bosses or during other special events, the game will automatically change to a specific camera mode. You will not be able to change camera modes at this time.
- While pressing the ▲C Button, move the Control Stick to rotate around and view your surroundings.

Note: You can change this control in Option mode. (See page 13, "Option.")

CHANGE CAMERA VIEWPOINT+CONTROL PAD ↑/↓

Short View

Middle View

Long View

- Press ↑/↓ to toggle through three camera positions relative to the player. Your choices are short, middle and long views.

MOVE BEHIND PLAYER R BUTTON (DEFAULT)

- Press to move the camera directly behind the player.
- You can use the control while standing or moving.
- Hold the R Button down to lock on to the enemy closest to you within a certain raidius. This makes it easier to attack.

Note: You can change this control in Option mode. (See page 13, "Option.")

ITEMS

OBTAINING ITEMS

Items can be found on the Map screen, received after completing specific events, or purchased from Renon the salesman. Destroying torches and other objects on the Map screen can reveal hidden items. Items are hidden in various places, so keep your eyes open!

Finding Items on the Map Screen

Approach any fallen item and press the ▶C Button (default) to pick it up.

Gaining Items from Events

Some items can only be obtained during a specific event. There are several ways of getting an item, depending on the event.

Purchasing Items

When you see the Contract on the Map screen, approach it and press the ▶C Button (default) to summon the salesman Renon. He has many items for sale, including some items not found on the Map screen.

Note: The Contract can be found in various locations.

ITEMS AVAILABLE FOR PURCHASE

HEALING KIT

Completely restores your Status and HP.

SUN CARD

Fast forwards the time to sunrise.

MOON CARD

Fast forwards the time to sunset.

Note: Many more items are available for purchase besides those listed here.

ATTACK ITEMS

- An Attack Item is equipped automatically when picked up.
- An Attack Item can be used repeatedly, provided you have sufficient Jewel Points. If your Jewel Points fall below a certain level, that Item becomes unusable.
- Power your weapon up a level (to a maximum of Level 3) by collecting another of the same Attack Item.

Key to Attack Items

E = Easy mode

N = Normal mode

Number = Jewel Points consumed with each use

HOLY WATER
E - 2: N - 3

Burns enemies with a holy flame. Power up to increase the damage given.

CROSS
E - 2: N - 5

Throw this Holy Cross in a whirlpool orbit to knock down enemies. Power up to defeat up to three enemies at once.

AXE
E - 2: N - 2

Throw your axe in an arc trajectory to knock down enemies. When powered up, the axe also has a thunder and shockwave effect.

KNIFE
E - 1: N - 1

Knives are very fast and fly in a straight line. When powered up, your knives will also be wrapped in flames.

RECOVERY ITEMS

Recovery items are good for one use per item.

ROAST CHICKEN

Restores 50% of HP.

ROAST BEEF

Restores 80% of HP.

STATUS RESTORING ITEMS

Status Restoring items are good for one use per item.

PURIFYING CRYSTAL

Cures you if you are bitten by a vampire.

POISON CURE AMPOULE

Cures you of poisoning.

NON-CONSUMABLE ITEMS

Many of these items are good for only one use per item.

WHITE JEWEL

Allows you to save your progress.

RED JEWEL

Replenishes your Jewel Points. You use up Jewel Points every time you use an Attack Item or morph into the werewolf.

POWER-UP

Increases your long-range weapon power. You can collect a maximum of 2 of these items.

THE CONTRACT

Summons the mysterious salesman Renon, from whom you can purchase various items.

GOLD

Use to purchase items.

KEY

Opens locked doors. Once you've obtained this item, locked doors will unlock automatically when you try to open them, and the key corresponding to that door will be used up. (See page 22, "Action.")

CHARACTERS

CORNELL

A magical and powerful man-beast, Cornell has the ability to transform into a werewolf. Destined to uncover the disappearance of his sister Ada, he tracks Ada's scent to Dracula's castle.

ADA

Cornell's cheerful, lively little sister has been kidnapped by the evil Count Dracula. She is to be used as a sacrifice in order for the Vampire Count to complete his recovery.

ORTEGA

Cornell's childhood friend, Ortega is a fellow beast-man soldier and master of the martial arts. He is Cornell's best friend, but also his rival. Ortega is often frustrated because it seems that whatever he does, Cornell does it better.

MONSTERS

SKELETON WARRIOR

Skeletons are brought to life by the fearsome power of Count Dracula. Skeleton Warriors often attack in groups with other enemies and are proficient with weapons. Some have the power to regenerate over and over again after being destroyed.

LIZARDMEN

Lizardmen are a half-lizard sub-human species found in the watercourses at the very bottom of Dracula's castle. Lizardmen tend to move in groups, and are skilled at hunting in packs. They are quite intelligent, and are armed with battle axes and shields.

CERBERUS

The gatekeeper of Hell, this dog-beast guards Dracula's castle annex and attacks intruders with his scorching "Napalm Breath." His ferocious, cunning nature makes him the ideal watchdog.

PILLAR OF BONES

This automatic cannon is assembled from the skulls of giant beasts and is used to protect Dracula's castle. It attacks with balls of flame or breath of fire.

VAMPIRES

Cursed with eternal life by the evil Count, vampires are active after sunset and in dark rooms of the castle where the sun never shines. They attack stealthily in search of human blood. Be on guard – they sometimes disguise themselves as villagers in order to get near you.

HARPY

Huge winged monsters with the shape of a woman, Harpies protect the castle's exterior.

MEDUSA

A sorceress who lurks in the sewer levels of the castle, Medusa has the upper body of a woman and the lower body of a huge serpent.

QUEEN ALGENIE

This she-monster dwells in the remotest depths of the castle.

CREDITS

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